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**SUMMARY OF QUALIFICATIONS**

Software Engineering Leader with twenty years of experience leading multiple technical teams and driving complex, creative, and impactful software development projects in diverse fields like Container Networking (AWS), Natural Understanding & Machine Learning (Alexa), Audio/Video Platforms (Windows & Xbox), Streaming and Conference Systems (Live Meeting) & Payment Systems (Office 365) etc. Key competencies include long-term and tactical planning, hiring and developing technical staff, system design, and a complete commitment to achieving success for my projects, teams, partners on behalf of our collective customers.

**WORK EXPERIENCE**

**Amazon, Seattle, WA**  July 2016 – Present

**Sr. Engineering Manager, AWS Application Networking** (Oct 2020 – Present)

* Head of Engineering for Application Networking group in AWS Containers comprising of two external AWS services ([App Mesh](https://aws.amazon.com/app-mesh) and [Cloud Map](https://aws.amazon.com/cloud-map/)) and managing distributed teams of 60+ engineers through 5 managers across Seattle & Vancouver.
* Worked with partners and cross-functional leaders on roadmap planning, communication as well as long term container orchestration strategy especially in areas of containers networking, service mesh, discovery, auth and security including acquisitions, partner strategy.
* Responsible for planning and execution of roadmap for my teams including hiring, people management & org wide processes.
* Driving multi-org projects and communication with stakeholders, partners and leadership on AWS wide goals.

**Sr. Engineering Manager/Manager, Alexa Natural Understanding** (Jul 2016 – Oct 2020)

* Single threaded leader for ML Infrastructure group in Alexa NU (Natural Understanding) org managing distributed teams of 50+ engineers through 5 first line managers across Seattle and Cambridge.
* Owner of multiple tier-one service used to create personalized machine learning models for Alexa at scale as well as backend platform for developer facing model building for [Alexa Skills Kit](https://developer.amazon.com/en-US/alexa/alexa-skills-kit) & [AWS Lex](https://aws.amazon.com/lex/).
* Led massive effort to successfully re-architect the model building platform for Alexa to remove bottlenecks and enable international and feature expansion goals as well as bring native support for state-of-art DNN modeling architecture for Alexa.
* Led the hyper-growth of team from 6 engineers to 50+ including hiring & developing 8+ senior/principal leaders in team, business expansion, funding, strategic & long-term planning of charter.
* Led the larger re-organization within my director’s org to optimize for single threaded ownership across pillars for model building lifecycle.
* Driving projects and regular communication with stakeholders, partners and leadership (VP’s) on multiple org-wide Alexa level goals.

**Microsoft Corp, Redmond, WA**  July 2007 – July 2016

At Microsoft, I started out working in low latency communication space for the Office Live Meeting server team (Part of Lync/Skype now) and then moved on Office 365 group for the initial launch built on early Azure Cloud. After the launch, I moved to developer platform organization and was part of the team which launched Greenlight aka Silverlight Runtime for Xbox 360 (primarily media stack but also owned some other areas), Media stack for Windows Phone Apollo, shipping Platform/OS components for Live TV (Hdmi-In Device Drivers and other components) & USB TV-Tuner for Xbox One [ref: [Xbox one digital tv tuner](http://news.xbox.com/2014/08/xbox-one-digital-tv-tuner)]. I also led the design, architecture & delivery of In-Home gamestreaming on Xbox [ref: [Xbox Windows-10](file:///Users/nesharm/Downloads/Xbox%20Windows-10) and [Microsoft announces Xbox app for windows 10](http://arstechnica.com/gaming/2015/01/microsoft-announces-xbox-app-for-windows-10)] and worked with external partners like Facebook (Oculus) team and launched Game Streaming client API primarily aiming at virtual reality devices. [ref: [Oculus rift Xbox one games E3](http://www.theverge.com/2015/6/11/8763109/oculus-rift-xbox-one-games-e3)]

**Sr. SDE/Lead, Xbox One**

* Lead the technical roadmap, architecture and implementation for In-Home Game Streaming from Xbox to Windows 10 devices. I was responsible for the initial prototype as well as was one of the technical leads in architecting, designing and developing the final product with collaboration across multiple teams in OS Group at Microsoft.
* Worked with external partners like Facebook (Oculus) and designed and developed the API and reusable components to be able to play Xbox One games consumable on VR Devices.
* Worked on USB TV Tuner media stack as well as the streaming stack to client devices like iOS, Android, Windows etc. Worked on both the console side and consulted with client teams on various platforms.
* As one of the original members of the team which shipped Xbox One, I was responsible for leading the complete HDMI-In media stack. As part of this I worked on designing and developing Device Drivers, media source and other platform components. In addition to working with teams up and down the stack in media and OS, we were also responsible for getting the HDMI/HDCP certification as well as hardware bring up working with external certification agency and partners.

**Sr. SDE/SDE**, **Windows Phone 8 & Xbox 360**

* Worked as a technical lead on delivering the media and VOIP platform for Windows Phone 8.
  + Worked on Media Foundation and XAML runtime to enable the video and audio playback for external developers working with cross-org teams across Windows, Xbox & Windows Phone.
  + Implemented the Media Stream Source spec for Windows Phone 8 working with cross functional teams.
  + Designed and developed the VOIP platform for Windows Phone 8 from the media side working with partner teams in Communication, operating system, graphics orgs.
* Worked as an IC SDE on delivering the application runtime and platform for Xbox
  + Worked on the media playback including MSS (Media Stream Source), SSME, Media Element, Output protection, Video brush and other pieces of the media pipeline.
  + Worked on Virtual keyboard, Seadragon, NUI Input, NUI Depth PIP and other support for the application runtime.

**SDE, Office 365 & Office Live Meeting**

* As an IC SDE, designed and developed Back-end windows Service and middle tier for the Web Service for the Syndication Platform.
* Spearheaded the Azure move by delivering on Multi-Tenant Partner Ordering System (MOSPOP) on Azure with UI, Backend Synchronization Service and Callback Service with SQL Azure as data store. Defined the process for Azure Deployment and Development for the entire OCP org that was re-used by many other orgs in Microsoft as a reference for native cloud development.
* Working with external Partners like Telstra and Vodafone on API’s/integration of their software stack as well as operational processes.
* Implemented and designed State Management for the Commerce Platform from Syndication Services.
* Implemented and designed large-scale Events Online on Azure (Demo in PDC) which was later on integrated into Microsoft Office Communication Server (Lync).
* As part of Live meeting service, I designed and implemented features in the placement, Live Registration Service, XML API & .Net Data Location Service.

**EDUCATION**

**MJP Rohilkhand University, College of Computer Science & Engineering** Bachelor of Technology, Computer Science & Engineering

**Patents & Awards**

* Patent Pending on Digital Content Streaming from Digital TV Broadcast

#### Patent for Cross-Process Media Handling in a Voice-Over-Internet Protocol (VOIP) Application Platform

* Alumni of leadership development programs at Amazon & Microsoft like AMP Leadership Development Program, Microsoft Operating Systems Group Leadership Development Program at Microsoft (mini-MBA), Microsoft Bench/HiPo Program.